

Dreamcast



RECORD OF LODROSS WAR

Manual



DILAPIDATION WARNING:

Please read the instruction manual and inspection of this edition before playing the video game or presenting your children to play. A parent should always be in direct contact with a child before a playing the game for the first time. Certain persons may suffer serious injuries as a consequence of an unforeseen incident in the situation or life after the game. For safety, participants may suffer an acute inflammation in the upper extremities and the lower limbs, even to some of the affected areas. In the history of similar accidents, an element for the safety of your membership of the family suffer from injuries and related to epilepsy. When in the absence of consequences when experienced. Before playing consult a physician before playing the game. Parents should monitor their children when playing video games. Should you be your children experience symptoms such as dizziness, repeated sense of tiredness, weakness, loss of consciousness, disorientation, any kind of involuntary movements or convulsions, remove the game immediately and consult your physician.

For your health:

- Position yourself as far as possible from the TV screen as the video and console permit it, is normal.
- The game should preferably be played on a small screen.
- Do not play if tired or if you have not had sufficient rest.
- Do not eat things to which you are playing to well to.
- When playing, observe a maximum break of 30 minutes per day.

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A long, long time ago, a dreadful fight raged on the island of Lodoss. The entire land groined under the mindless power between the forces of Light and Darkness. Although the forces of the Light were victorious, the powers of Darkness again and again managed to thwart peace and trigger uprisings that led to barbarous fights. And right here and now, Lodoss is about to experience the worst catastrophe since the beginning of mankind.

THE RESURRECTION OF THE KING-GOSSIP, RAGNAR

To prevent this fate, Kasper of the Broken Land, has saved the Red-handed Warrior, who lost his life in the battle against King Ragnar, from the dead.

THE CHARACTERS

The Red-headed Warrior



God control the Red-headed warrior brought back by War to stop Nerdes

In the days of the Great War he was one of the so-called "Big Heroes" who performed many a heroic deed in the battle against the dark forces. Before his death he was married, held, but now has absolutely no recollection of his life. Paul had to convince him. Paul was greatly loved by foes and loved by all those who wished to live in peace. In their days, he was called the strongest man on earth and his deeds are legendary, the recounting of which is passed on from generation to generation.

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Wart, Keeper of the Barren Land



Wart, the, was one of the "Six Heroes" he once fought against demons by the side of Bold, Fern, and Berke. Today, he is the greatest Wizard of modern and is called the Keeper of the Barren Land.

Wart learned about the evil plot of Wagnard, wizard in the court of Gloom Castle, so being back to the evil Goddess Kardia. To prevent this from happening, Wart resurrected the Red-headed Wizard, and no other man braved strong enough to fight Kardia.

Black Priest Wagnard



He who takes several King Fern took over power after the King's demise and assigned Memo as a senator. Yet his desire for power leads him to want to rule the living – and the dead. To do so, he requires the help of the evil Goddess Kardia since she is the sole master of the most powerful black magic. Who power that he. Wagnard could rule a

rest of his life. He did everything necessary to bring justice back to life. It is your mission, Red-headed Warrior to defeat Maynard Squire and to send the Evil Goddess back into the realm of the dead.

Freedom Knight Parn



Nearly twenty years ago, Parn fought against devils and performed great deeds. He was worshipped like a god. His free way of life free of any master – gave him the name 'Freedom Knight'. When Wren told him about Maynard Squire he immediately rushed to Marma, together with the High Elf Doodlit.

Doodlit, the High Elf, Herald of the Spirit of the Gods



Doodlit comes from the Forest of the Forest, home to the High elves. She has always been interested in people and it was that very curiosity which made her find the forest. One day, she met Parn and since then was never ever seen without him by her side again. She commands the magic of the dead.



and can even conjure up jet. Queen of the Wind
Puff and Doodle will cross your path and be by your side in
many a difficult fight.

The Grey Witch Maria



For 500 years now Maria has been living by
taking over the bodies of others. Her spirit
seems grazing people and only leaves them
once they die. Then, she searched for a new
victim.

Maria appears in the background and gives a
mysterious gift. Between Light and
Darkness, she has fought on either side, depending on the
direction the pendulum swayed. As she is neither white nor
black, neither good nor bad, she is called the Grey Witch.



OVERHEAD VIEW

Left Trigger (L2)

Direction Pad
(D-Pad)

Start Button



Right Trigger
(R2)

X Button

O Button

Triangle

Square

Frontal View

Expansion Port 1

Extra Trigger
(R3)



Left Trigger
(L3)

Right Trigger
(R3)

Expansion Port 2

Using the Dreamcast Controller

Game Screen

Analog Thumb Stick, to move the hero

Direction Pad, to choose the commands the hero can

A Button, to talk to people / opening doors / using items / raising monomorphs / activate teleports

B Button, to attack (hold down "weird magic")

X Button, for magic spells (hold down, choose magic)

Y Button, to use the scrolls in the inventory

Start Button, to display the equipment screen + B

L Trigger + Analog Thumb Stick, to rotate the perspective

R Trigger + Analog Thumb Stick, to aim the character

R Trigger + B Button, for an automatic attack

L and R Trigger + Start Button, to show the overview map

Equipment screen

Analog Thumb Stick, to move the cursor

Direction Pad, to move the cursor

A Button, Enter

B Button, Delete

X Button, detailed explanation



HOW TO START THE GAME

Starting up

Insert the Agent of Chaos War CD-Rom with the label facing up. Connect the Dreamcast controller to Controller Socket A and press Power. When the spall starts, press Start to direct action in the story screen.

- The software has been designed for one player only. Connect all periphery to the Dreamcast Controller before switching on the device.
- Trigger the A, B, X, Y and Start buttons simultaneously. Hold playing to reset the Dreamcast and to return to the start screen.
- After completing the story, do not move the Analog Vision Stick, do not touch the left and right Triggers. This may lead to errors.



Main Menu

New Game

To start a new game press the cursor to NEW GAME and select the A button



Load Game

To access a saved game it is also possible to load a file on the equipment screen (See "Saving and Loading" chapter)

Options

Set different options while playing. For more detailed information see Options chapter.



SAVING AND LOADING

Saving



To save a game, you require a Visual Memory Card (Visual Memory VM). The VM is available separately. The bright purple crystals in the game are save points. Position yourself in front of such a save crystal and trigger the A button to retrieve the memory record of visitors. VM memory units are needed to save a game. For more information on VM see the instruction for your Dreamcast.

Loading

To load a game from the main screen inside the game, hit LOAD GAME, and trigger the A button. To load while playing, press START on the main screen. This opens the equipment screen. Select the options symbol (book) to the top right and trigger the A button. The options screen appears. Select LOAD and trigger the A button. * While saving and loading, do not remove the memory card from the console, do not unplug the power supply.



OPTIONS

Main Menu

Access the following options from the main menu



SOUND

Set the sound to stereo or mono when playing.

VIBRATION

Activate or deactivate the vibration inside Xbox if you own a vibration. Pick amplitude as possible. * When connecting the vibration Pad to the Controller be sure to turn it on before use.

MUSIC

Set the volume of the music with the directional keys while playing.

EFFECTS

Set the volume of the sound effects with the directional keys while playing.

MOVEMENT

Determine the position of the target with the help of the A Button and directional keys.



GAME SCREEN

Battle Screen

The following introduces the basic design of the game screen that will accompany you on your journey through *Magica, the Island of Darkness*.

1



3

4

2

1-HP/MP

The left displays *Health Points (HP)*, the right *Magic Points (MP)*. If all the *HP* are gone – sorry, you're dead. Use the *Magic Points* for magic spells. Once your *MP* are exhausted your magic power is depleted.



3. Map

Your strongest surrounding is automatically shown on a small map. The red arrow indicates the position and the direction around which the disaster is moving.

2. Magic

This symbolizes the magic you have chosen. On how to perform spells go to chapter Magic Spells and Sword Magic.

4. Item Bar

This bar contains items: shields, poison scrolls, antidotes, and pills, which the hero may use while moving or fighting.

ORIENTATION MAP

While playing, check out a map of the locale where the hero currently is. Call this map by holding the Left, Right and Start trigger simultaneously while playing, or by selecting the Globe on the equipment screen. Scroll into all directions with the help of the directional keys.



The only other places you
have already searched

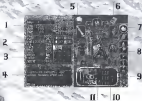


Change between the different
signposts on the map with the
L3 Trigger



Equipment and Screen

Once active the Start Button in the game screen the equipment screen is displayed with information on your team and his equipment. In this screen you can also take up and deposit items, upgrade items in the item box.



1. Attributes

STR	Strength. Important for a sword attack.
DEX	Agility of the hero; important, e.g., when avoiding an attack.
INT	Intelligence influences the power of the magic attack and defense.
LEVEL	Current level of experience of the hero.
EXP	Experience the hero has gathered so far.
HP	Hit Points. If this score drops to 0, our hero dies.
MaxHP	Max HP: maximum for the hero.

2. Status

DMG	Damage inflicted on opponents during sword attack.
IMP	Impair. High IMP makes the opponent stagger and sometimes defend himself.
CRT	Critical. Big and fast can be deadly upon impact.
AR	Armor. The strength of physical defense.
DUR	Durability can shorten the duration of staggering.
PAR	Parrying prevents or reduces damage or disarms.
MAG	Magic. The power of the magic skills of the hero.
HEAR	Hearing. Ability to hear far away and alert others.
STES	The volume of STES that impedes the opponent by a shield.
MITH	Mithril, the total quantity of Mithril the hero currently owns with him.



3. Defenses through magic / special skills

Curse protection: Averts black magic attacks

Cold protection: Averts cold magic attacks

Fire protection: Averts flame magic attacks

Storm protection: Averts thunder and lightning magic attacks

* If the hero equips himself with a shield or armor then the shields are redundant.

4. Information field

Final information on suspicious areas. Most detailed information is available if you trigger the X button.

5. Globe

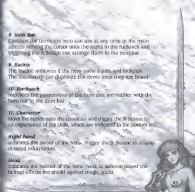
Look at an overview map of the territory where the hero can be currently found.

6. Options

Chose the options menu. Perform different settings while playing.

7. Magic

Synthesizes the current magic. The A Button indicates an overview of the magic spells the hero masters.



4. Item Bar

Contains the items that the hero can use at any time in the main screen. Moving the cursor onto the items in the rackback and triggering the R button can arrange them to the toolbar.

5. Barrels

The barrels indicates if the hero owns a key and lockpick. The Wackarash can duplicate the items once they are found.

10. Backpack

Indicates the passkeys of the hero and are together with the hero not to the Item bar.

11. Character

Move the cursor onto the character and trigger the R button for an explanation of the skills, which are indicated in the bottom left.

Right Hand

Indicates the sword of the hero. Trigger the R button to display detailed information.

Head

Indicates the helmet of the hero. Press to activate, power the helmet affects the shield against magic spells.

Left hand

Indicates the shield of the hero. If the character bears a two-handed sword, it cannot carry a shield.

Full body

Indicates the armor of the hero. This gets a lock on the defense point of the hero and the resistance against him.

Claw

Indicates the weapons (or sword) of the hero. There are different types with different effects.

Ears

Indicates the hearing of the hero. Enhances hearing, for example.

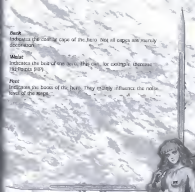
Right ring finger

Indicates the ring of the hero on the right hand. The hero can wear one ring on the left hand and one on the right hand to enhance his skills and resistance against basic magic.

Left ring finger

Indicates the ring on the left hand of the hero.





Back

Indicates the ceiling edge of the hero. Not all edges are merely decorative.

Waist

Indicates the base of the hero. This can be ceiling's thickness (18/points 349).

Feet

Indicates the base of the hero. They really influence the relative level of the steps.

THE GAME

Movement of hero

Control the hero in the game with the Analog Thumb Stick. The hero heads in the direction in which the Analog Thumb Stick is triggered. The angle determines the speed of the hero. Trigger the A Button and the Analog Thumb Stick to make the hero turn around.

The speed is defined by the Analog Thumb Stick, the faster the hero moves.

Change perspective

Change the perspective with the help of the L Button and the Analog Thumb Stick. Move the stick to the right to rotate the screen clockwise, move it to the left to rotate the screen counter clockwise. You can rotate the screen by 45 degrees respectively. This rotation may come in handy if you want to check if a statue you see is merely a reflection of a building or more, or to check whether a laser override during a fight, or to double-check if an obscured object is actually an item.

Basic actions

The most important actions in the game are triggered by the A Button. To address a person, to open or to close a door, to pick up items, simply position the hero in front and trigger the A Button. The A Button is also used to open the inventory, to read documents and to activate weapons.



People may provide you with important information. Feel free to talk to them.



Open or even close any doors with the A Button.

Using Items

The game screen uses healing potion and bombs to open sealed doors. After arranging the items from the nutshell in the item bar select it with the Direction Pad and use it with the X Button.





Slipped from the Flash, rendering healing pulses more effective onto the ground and against Y Ddraig.



Lockpick and pick one lock only at a time once, but can be duplicated by the Blacksmith.



Open standing doors by using a standing vessel or the standing Flash.

Fight and Magic

Fighting

All fights are in real time. Except for the fight against other ordinary opponents (e.g. dragon masters) there is no separation between start and end of a fight.

Sword attack

Use the B Button to hit the sword in the direction in which the Arising Thumb Stick is pointing. If you only trigger the B Button you attack the enemy closest to you.



Sword Magic

If you browse through the *Ardenas* in the blacksmith with the help of the B and L buttons you will see - once you have found the respective measurements - Ancients in yellow writing. These Ancients are for sword magic. They can not be fused with the sword but can be put on it. For example, you have chosen a Parthian you can fire bolts with the sword. Pacalus, hold the B button down. The hero then raises his sword - which starts to glow an orange and shines. You will hear a sound if sufficient energy has been gathered for the magic. If you let go of the B button the sword will switch its powers. Some of the magic must be directed with a target beam that you control with the Analog Thumb Stick.

Sword magic does not require any Mana Points (MP).

Automatic assault

Hold the B button and the B button down for the hero to stop immediately and to automatically attack his closest-by opponents. This is an effective assault strategy if surrounded by many opponents.



Magic

Learning magic spells



You will travel across areas (books of Magic on your journey through Marnia. Learn a magic spell by studying such a Book of Magic above the altar into the Book of Magic in the rackback and trigger the A button to read it. If you find a certain book open and read it again, your magic skills in this field will increase and you will master even stronger magic.

Magic effects

If you hold the X button down in the game screen you will see a list of magic spells you have already learned. If you create the combination of buttons below a magic spell you activate it. Coolium in the main screen with the X button.

This is how you use the Chaos-control magic.

When Power (MP) are consumed when magic spells are spoken.

Hold the X button to see the chosen magic > Select the magic spell > Speak the magic with the X button



The Phantom magic automatically compares up two images of the hero that attract the monster



Use the Analog Thrust to erect a spell at a spot you determine

Locational magic

Tornado and Phantom for example are magic spells that have an effect right there and then where the hero is. To use these or the focal magic (magic which takes you back to the Fortress of the Gods), order the X button once or twice. For these spells, no directions need to be indicated.

Directional magic

For magic spells like the Tower spell, you must set a target or a direction. For this, use the Analog Thrust. After triggering the X button once, if you trigger the X button once again, the spell will become effective.



The Mission

While playing you will search many different places on the Island of Mairgo. In doing so, you will encounter many important items. In the following we will introduce you to some of these items. Moreover, there are also hidden items and levels that are magical and hidden. Search every corner to make sure you do not miss anything out.



Saving crystal / source

The bright purple crystal is a saving point. The well is a source of healing potion. When standing in front of it and triggering the A Button all the bottles you have with you will fill with potion.



Monuments

In addition to some monuments, which explain the game, there are also many monuments that contain Ancient Inscriptions. These are magic spells which duplicate the powers of the item and help during its adventures.
(See "Palatine Magic Dispenser" chapter)



Treasures

There are treasures which you simply open with the A Button, others have to be unlocked with a lockpick, others have to be found open. After opening a treasure take up the goods by dragging the A Button. The devilish Tiggawes may also hold prizes.



Sealed doors

There are doors, which are sealed by black magic. To enter these rooms you need a decoding picture scroll or the Decoding book. Select the scroll or the Book in the item bar and trigger the A Button when standing in front of the door. A picture scroll disappears after being used but the Decoding book can be used over and over again.





Michell crystals

The shining blue crystals are Michell. Michell is a valuable fuel material required to fuse magic artifacts and to forge weapons. Very to individual pure Michell crystals you will also discover Michell ore. To search the Michell ore that ore you need a pick. Use the pick with the Y button. The pick can only be used with



Teleporter

The circular magic books that create a ring in the courtyard in the Portico of the Goblins are teleporters. These teleporters can be found all over Marisa since they connect the most various locations on the island with one another. If you trigger the A Button while in front of a teleporter it is activated and flashes in red. Step onto an active teleporter to be teleported to the target destination.



Switches

During your mission you will find locations with letters or where the ground appears a little strange. These are switches that open doors or passages. There are also switches that are activated if you smash a pillar. Should you not identify a key concept point in the game, search high and low for a switch.



ENHANCE THE MAGIC EQUIPMENT



3

2

1

The Forge in the Porters of the Goblins

1. Blacksmith

This goblin is a master blacksmith. He enhances your equipment and forges many different items from Metall. He can also customize

2. Storage

Deposit any item here. The blacksmith will guard it so that nothing will be stolen.

3. Cabinets

This is where the old goblin showcases unique weapons and shields that you found on your journey. The image of these items will disappear to your item box.



Magic Equipment

This magic equipment the Blacksmith gave to you comprises a sword, armor, a ring and a shield. Armed like this you can crush opposed the strongest of enemies. You need Mikhail as a new master to grasp the equipment. To give the weapons true power, however, magic knowledge is required which triggers magic power once the ritual phase is over. Only the only to use, and returned, or fused permanently. However, being equips Mikhail.



The Forge Screen



1. Status

Shows the current stats values

2. Abilities

Shows which Abilities can be used and typed

3. Fusion

Shows how much Mithril is needed for the fusion

4. Control

Shows the Michell content of the chosen equipment. It also shows the increase and decline of the Michell content when choosing and consulting the equipment.

F. Michell

Shows how much Michell is being currently used

G. Information

Displays information on the current screen. Call on whatever information with the A-Button

H. Select options

This is what the blacksmith can do for you

[SELECT ONE] - [TRANSFORM] - [ANCIENTS]
[REFUGATE] - [ALL LIST] - [REFINE]

I. Blacksmith's comment

Read the blacksmith's comment here

SELECT ONE

Select the magic equipment to be upgraded. I.e. the item you want to fuse or transform. Enhance or transform the chosen equipment under ANCIENTS and TRANSFORM



TRANSFORM

Changes the shape of the magic equipment. During transformation the currently fixed Ancients' position on it must must first be added to weapon's new POSITION.

NOTES

Here, the characters take advantage for the magic equipment. Additionally, the shape of the equipment (position of a having reinforcement effect of the shape of the equipment). Every magic item of equipment has a limited number of slots in which Ancients can be placed. If the inscription of the Ancient is too long (if there are more Ancients than fields) it can not be used and is highlighted in gray. Only those Ancients are displayed that can be used in the class of the selected item. It is also possible to use several Ancients before they are fixed with the item. The fixed inscriptions must not exceed the number of fields of the item. Only a limited number of Ancients can be fixed. To the right of the Ancient is the number of already fixed Ancients and the maximum number. If a star is marked next to the Ancient the maximum number has already been fixed.

EXPLICATE

The equipment items previously found are listed here. The

Fusing

1. **SELECT ONE**
2. Select the desired spell and the A fusion from the AMULETS.
If an effect has already been applied and is marked on the left
of the Ancient Field, remove with the Y fusion.
3. Remove the FUSION screen with the X fusion.
4. Place with the A fusion.



Select Amulet and fuse with the spell.

Transform

Do you want to upgrade the hit rate of the sword? And do you want to increase the damage the sword can inflict? This will make your adventure easier. Use the right weapon for different opponents, an armor that allows you to resist more, and good protection hours. Transform items to adjust to different situations.

Transforming

1. SELECT ONE
2. Select the desired transformation.
3. You can change the name.
If the name has been confirmed the transformation is complete.

The most Important Ancients

You can gather Ancients by finding magic artifacts and reading their inscriptions. If the collection number of basic Ancients has been reached it is possible that it develops further and a new spell appears.

Sword

There are Ancients which increase battle magic on the sword, and again others, which increase the sword's power.

Most Important Ancients for the sword

Strength (STR) up +1 / Damage (DMG) up +1

Goblin Bane, Elf Bane / Holy Sword / Sword of the Holy Goddess

Armor

There are Ancients for the armor which upgrade the armor and its power. Embellish is also an important armor.

The most important Ancients for the warrior
Hit Points (HP) up + 1 / Dexterity (DEX) up + 1 /
Armor (AR) up + 1 / Durability (DUR) up + 1
Steel Body

Helmet

For the helmet, Ancients mainly increase the magic powers.
Ancients also upgrade the resolution to black magic +10 only for
the helmet.

The most important Ancients for the helmet
Mind Points (MP) up + 1 / Intelligence (INT) up + 1
Magic (MAG) up + 1
Reduce Fire's Ability of Absorb 2%

Shield

There are Ancients for Parrying, which prevents hits and reduce
the damage.

The most important Ancients for the shield
Hit Points (HP) up + 1 / Prevent (PRE) up + 1
Parrying (PAR) up + 1 / Resist Critical (RCR) up + 1
Heavy Shield

GLOSSARY

Armor

There is no armor equipment in addition to the equipment blood fight. Check out details on the equipment screen with the X Button.

Sword

Damage and hit can be increased by *Awaken of Anemia*. Hit range and angle can not be changed.

- HP : Rate of damage points that hit the opponent
- CRIT : Success rate of deadly assaults and greater damage
- IMP : Impact that lets opponent staggered
- LONG : Length of sword
- SPD : Speed of walking rate of sword
- + STR : Critical strength
- SGL/ DBL : Type of sword, single handed/ double handed

Saber / Explanation / No. of Fields in Anemia / Continues

Short Sword / Little impact but very fast. Origin of magic sword / 5 / 20

Saber / Single handed sword, low hit rate, but efficient guarder / 6 / 30

Scimitar / Single handed sword, also for beginners / 4 / 15

Long Sword / Sharp to cut, large-handed long sword, does
normal power / 7 / 100

Claymore / Two-handed, last sword, ideal for precision attacks /
7 / 100

Two-handed sword / Two-handed sword, good strength test / 9
/ 100

Medieval Blade / Extremely fine sword, highly appropriate for
sword mag. / 10 / 1000

Armor

Armor class and durability can be increased with the abilities.
Opponents detect long armors minimally.

AR	Armor class
DUR	Durability
+HP	increase of hp points
DEF	Defense
REO	Regeneration of HP
+DPS	increase of damage
RES	Resistance

Name / Explanation / No. of fields in Elements / Content

Mail Plate / Mail protective armor, Origin of magic armor / 5 / 400
Breast Plate / Advanced half plate / 6 / 120
Light Mail / Light plate, low protective power / 7 / 140
Brigandine / Armor with excellent resistance, low / 9 / 160
Field Armor / Strong plate / 9 / 180
Silver Knight's / Excellent skills / 10 / 240
Heavy Plate / Extremely solid armor, very good / 10 / 400

Shield

Ancients can store up better than and parrying if the hero
wields a two-handed sword. He can not hold a shield.

AR: 17 (Armor Class)

PAR: Parrying

+ HP: characters of all classes

Resist: Resistance against magical effects

Name / Explanation / No. of Fields in Ancient / Current

Booklet / Small round shield, Origin of magic shield / 5 / 30

Round Shield / Advanced building, low protective power / 6 / 30

Silver Knight's / Excellent skills / 7 / 100

Lawful Knight's / Green Knight's shield, excellent skills / 7 / 100

Large Shield / High armor class, but not very handy / 8 / 300

Iron Shield / Easy to gain, good parrying and prevention / 9 / 500
Great Shield / Huge shield, maximum armor class
low parrying / 10 / 500

Wizard

Using Ankh's magic, he specializes and protects his
opponent's body magic. During attack by fire or cold magic,
the damage inflicted on the hero is less depending on his
resistance.

MANA	Magic
AR	Armor Class
+ MP	Increase of Magic Points
MANA	decrease of MP costs
REC	Speed of MP regeneration
+ INT	Increase of Intelligence
Barier	Resistance Against magical attacks

Name / Expression / No. of Skills in Ankh's / Costless

Sacred / Excellent magic powers, no physical protection / 10 / 20
Hood / Charm against fire magic, origin of magical helmet / 4 / 30
Power Hood / Charm against stone magic, advanced hood / 5 / 50
Silver Knight's / Charm against black magic / 10

shadow Knight's / Charm, against black magic / 3 / 80
Golden Heaven / Charm against cold magic, reliable protection / 8 / 150
Great Helms / Charm, physical protection / 10 / 200

- *Aspects field:* the number of Aspects that can be fused.
- *Content:* Material quantity required for the production.

Equipment and Other Items

Some Items: Equipment that can not be fused with Aspects

[Name / Explanation]

Socks

Boots / Magic boots, quick stepping

Speed Boots / Magic boots, greater speed and silent stepping

Rubber Boots / Magic boots, protection against storms and silent stepping

Armoured Boots / Ironplate, extremely heavy



Belt

Protection Belt / Magic belt, increases resistance

Guarding Belt / Magic belt, increases poise

Clothes Belt / Magic belt, increases hit rate

Ring

Ring of Power / Magic ring, increases strength

Ring of Wisdom / Magic ring, increases intelligence

Accurate Ring / Magic ring, increases speed

Ring of Toughness / Magic ring, increases hit rate

Ring of Mana / Magic ring, increases magic speed

Angel's Ring / Magic ring, increases hit rate and strength

Wizard Ring / Magic ring, increases magic speed and intelligence

Protection Ring / Magic ring, increases defense

Fire Ring / Magic ring, increases resistance against fire

Cold Ring / Magic ring, increases resistance against cold

Thunder Ring / Magic ring, increases resistance against Thunder

Holy Ring / Magic ring, increases resistance against black magic

Headdress

Heave of Ear / Magic earring, increases healing

Heave of Ears / Magic earring, renders noise visible

Heave of Top / Magic earring, attracts traps



Charmes

Ring Necklace / Magic necklace, different values provide

Magic Charm / Magic charm, increases intelligence

Magic Charm / Magic charm, increases intelligence, reduces strength

Will Talisman / Magic charm, reduces resistance against all magic

Coats

Silver Coat / White derivative coat

Fire Coat / Magic coat, protects against fire

Cold Coat / Magic coat, protects against the cold

Thunder Coat / Magic coat, protects against thunder

Revitalize Cape / Magic cape, gently refreshes body

Other Items

Many of these items can only be used once.
Always take sufficient backpack and pack with you.

Name / Explanation

Magical Books

Book of Earth / Gradually teaches the magic of the earth

Book of the Wind / Gradually teaches the magic of the wind

Book of Vision / Gradually teaches Clarity magic

Book of Water / Gradually teaches the magic of the water

Book of Fire / Gradually teaches the magic of the fire with

Book of the Dead / Gradually teaches how to return the dead

Book of Black Magic / Gradually teaches the black magic of the wind

Potions

Drinking Potions / Regenerates MP. Different size bottles

Shield / Completely regenerates HP and MP

Healing Stone / Heal Restoration

Fire Potions / Lets body glow to create fire magic

Cold Potions / Creates icy winds around the body creates cold magic

Lucky Potions / Purifies precious treasures, finds inventory

Immortal Potions / Unusable for a short time



Others:

Ground Thander's Ground trap. If the hero or an enemy walks onto this (traps), and damages all being beings in the vicinity.

Magic Crystal / Crystals that magic energy regenerates 10%

Lockpick / Unlocks treasure, can be used only once

Pick / Master Mithril ore, can be used once

Decoding Scroll / Opens magically locked doors, can be used once

Decoding Book / Opens magically sealed doors, can be used many times

Ancient Transform Book / Transforms magic equipment, can be used repeatedly

Ancient Transform Book

With the Ancient Transform book you can transform magic equipment even outside the forge as long as the being belongs to the same of the same category with it.

Magic and Sword Magic

Sword magic

Use sword magic by holding the S-Device. This type of magic does not consume Magic Points.



Fire magic

Attack magic with fire. Direct it toward a magic well to destroy it and damage all enemies in the proximity.

Name / MP / Damage / Time / Range / Duration / Explanation

Fireball / 11 / 200 / 10 / 0 / 0 / Shoots fireballs.

Fireball / 2 / 1420 / 10 / 15 / 0 / Fires exploding fireballs.

Explosion / 3 / 450 / 100 / 30 / 0 / Triggers huge explosion.

Holy magic

The holy attack magic helps you destroy the undead and demons. (Directed toward friends it has a healing effect.)

Name / MP / Damage / Time / Range / Duration / Explanation

Holy Phoenix / 7 / 30/100 / 10 / 0 / 0 / Magic: Fires sacred phoenix.

Sakhyrie Jewels / 2 / 5050 / 10 / 0 / 0 / Fires sacred jewels.

Sacred Sphere / 3 / 600 / 120 / 25 / 500 / Creates a sacred sphere.

Thunder magic

Magic with thunder and lightning. Damages heavily all enemies.



(Name / Hit Points / Time / Range / Duration / Explanation)

Lightning Bolt / 1 / 150 / 30 / 0 / 6 / Lightning

Electric Body / 2 / 100 / 60 / 15 / 160 / Changes the hero with electric energy

Ball Lightning / 3 / 80 / 120 / 2 / 160 / Throws small balls of lightning

- **Damage:** Average attack power. The damage of the sacred magic is divided into regeneration of Hit Points for player (left figure) and damage points to enemies (right figure). If a player has the "Sacred Sphere" in Hit Points are regenerated.
- **Time:** Average time needed to recast special skills of sword. 30 units = 1 second.
- **Range:** The range in which the magic is effective. 10 units = 1m.
- **Duration:** Average period of time of magic effect. 30 units = 1 second.

Magic

You can learn magic by studying the Books of Magic. The level of magic that you master increases depending on how frequently you read those books. For example, after reading the first book of the "Wind" you master the "Tornado", after reading the second book the "Gust Break" spell, etc.



*(Name / Level / Cost/Gold / MP Consumption / Damage /
Range / Duration / Explanation)*

Wind

Tornado / Rank 1/1/1/1/1/1/1/1/1

Gust Breath / Conjures a mighty gust of wind

Cyclone / Causes a mighty cyclone

Illusion

Minor Body Phantom / Creates two phantom images of the user

Ghost Body / Conjures up a ghost with which you can scare the surroundings

Invincible / Renders the user invincible

Wall

Stone Tower / Conjures a tower made of stone

Stone Wall / Creates a wall made of stone

Stone Cage / Creates a cage made of stone

Fire

Bonfire / Conjures up a pool of flames

Fire Wall / Conjures up a wall of flames

Fire Cage / Conjures up a cage made of flame columns

Assault:

Assault Dead / Assault A killed enemy. Works only on a few monsters.

Worshiper Dead / Worshiper A killed enemy. Has no effect on demons.

Control Dead / Control A killed enemy. Works reliably against monsters.

Black Magic:

Evil Charm / Possession Works on

Dark Sphere / Confine up a sphere of darkness.

Appl. Prg / Curse's poisonous fog.

Recall:

Recall / Teleport can lead to the fortress of the Goblins.

How to use sword magic effectively

If you destroyed a stone tower it is possible that an or a number a large number of enemies will emerge. If you search with your sword you will be surrounded by enemies. If in such a case your sword holds an Animate, for example fire ball, it can be used to destroy the enemies from afar without any risk to you. Magic spells can be used similarly.



Destroy distance from star with jet
boots.



Enemies attacking Destroyer front and
take your hit(s).



THE ADVENTURE AWAITS YOU

The Audience Room - The Address of the Goblin

You, who often were the guested, have lost your former power.
In order to become the strongest man on earth, you are required
to visit you what the gods you must do a few things. You who
only just wonder, you, who guide you far with.

In the audience room



First say your name!
Oh, you can not say anything!
You will find, perhaps, a small
for a little.
Take this magic, which

With the magic power,
with you before leaving
for the audience room.



Know the laws of this world!

Next, you will have to learn the laws of this world. There are guides in the different rooms. Who will explain the laws to you learn will do when they have to tell you, and understand.



The beginning is very important. This is where the basic functions of the game are explained.

Next too, there are references to all the other people.

Exploring the cemetery

Look for the Division of the Goblins once you have left. It is not a bad thing if you previously explored the cemetery. You might have discovered something else.

At the entrance to the forest

Tracing the forest by the forest seems difficult. Surely, there must be another way in. The goblin living to the South West of the cemetery might be able to help.





Destroy all guards in
front of the gate.

Help by the guardian of the cemetery

If you visit the cemetery guardian try to learn as much as possible from him. If you realize the decoding protocol agreed upon toward the tomb of Mr. Royal Family Head the monument by the door and understand how to open sealed doors with the decoding plaque stored

Take the underground passage

The underground of the cemetery is filled with enemies, but that should not be too difficult for you. A prison, which could store your equipment, has been lodged into the single cell at the end of the passage. Release and recruit him since he has also forgotten what he used to be called. He is bound to stand by your side.





Enter Age of Mist: The Forest

Conquer the Forest!

Now things will get serious, you must destroy the Master of the Forest, the Master of the Gables. But at the moment he is slightly superior to you. First it is important that you clear things up among his bridges. Once you have conquered the Forest I will tell you what happened there!



The Forest is yours!
Use it as a base camp!

**WELL THEN,
INTO THE DARK FOREST!**

The Explanation of the Blacksmith

How to reinforce weapons

A first class fighter needs a first class blacksmith. My job is way I am the best. The magic weapons you have, I shall reinforce with my skills. The most important thing is that the weapons are adjusted to your personal fighting style. I will do this for you.

Kill at a single stroke

To kill enemies with a single stroke, the weapons must be reinforced strongly. I can transform a single-handed sword into a two-handed sword and furnish it with STR and magic damage points. We must also check the master's rate of ability of the sword and deadly attacks.

An immeasurable wall

I'll use Ancestry to improve the armor class, resistance and parrying of your equipment, then the damage you will suffer is minor and your healing powers will be great. If you suffer less damage, you are more at ease when fighting. We must not forget that the helmet bears prospective Ancestry.





Use your magic!

You should enhance your magic skills to use your magic many times. The magic will support you when fighting. It is the iron rule that profound spirit and divine power is what it takes to win.



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